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IN THE CLAIMS

Please amend the claims as follows:

33. (Amended) An interactive gaming system for entertaining one or more play participants, comprising:

a play structure [comprising at least an upper level and a lower level and at least one slide for facilitating one way slide traffic from said upper level to said lower level; said play structure];

one or more play modules disposed within said structure and sized and configured to receive or support said one or more play participants playing in, on or around each said play module, each play module further comprising multiple play elements operatively associated with each said play module comprising one or more interactive games or challenges configured to be played or completed by said one or more play participants as part of an overall quest or mission;

at least two of said interactive games or challenges within either the same module or within different modules being arranged or organized sequentially such that a first interactive game or challenge is necessary to be played or completed before a second game or challenge can be played or completed; and

at least one portable indicium associated with and uniquely identifying each play participant, [for receiving and storing tracked data identifying which interactive games or challenges have been played or completed by each said play participant, whereby the progress of each said play participant playing the interactive quest game may be determined with or without a central network system] said portable indicium comprising a toy wand operable by play participants by waving, shaking, stroking and/or tapping said wand in a predetermined manner.

34. (Amended) The interactive quest gaming system of Claim 33, wherein said play [structure] structure comprises an amusement facility or family entertainment center.

35. The interactive quest gaming system of Claim 33, wherein said play structure is themed in accordance with an overall story or plot which is revealed or related

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as play participants play or complete each interactive game or challenge or as play participants complete a required part of the quest or mission.

36. The interactive quest gaming system of Claim 33, wherein said play structure comprises a multi-level play structure having three or more levels or platform elevations.

37. The interactive quest gaming system of Claim 33, further comprising a score board configured and arranged to display the determined progress of said one or more play participants.

38. (Amended) The interactive quest gaming system of Claim 33, comprising multiple play modules arranged or organized sequentially and interconnected by [said] one or more slides such that a first group of games or challenges associated with a first play module are necessary to be played or completed before a second group of games or challenges associated with a second play module can be played or completed.

39. (Amended) The interactive quest gaming system of Claim 33, wherein said [at least one portable indicium comprises an information storage device carried or worn by said one or more play participants and] wand is configured to communicate with one or more read/write devices associated with each said interactive game or challenge.

40. (Amended) The interactive quest gaming system of Claim 33, wherein said [information storage device] wand comprises an RFID read/write card or tag for receiving and storing tracked data identifying which interactive games or challenges have been played or completed by each said play participant, whereby the progress of each said play participant playing the interactive quest game may be determined with or without a central network system.

41. The interactive quest gaming system of Claim 33, further comprising one or more challenge connections bridging two or more play modules, comprising a slide, rope bridge, trolley, swing, cargo net or ladder.

42. (Amended) An interactive play system for entertaining one or more play participants, comprising:

multiple play elements arranged in a desired theme within a play facility, each said play element or group of play elements being conceptually, qualitatively

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or sensually distinct, but operatively related to an overall gaming quest or mission desired to be completed by said one or more play participants;

a portable read/write electronic information storage and retrieval system that interfaces with and exchanges data with said play elements, said exchanged data comprising game progress or performance information relative to each said one or more play participants; and

wherein at least a portion of said multiple play elements [independently] communicate with the portable read/write electronic information storage and [retrieval] retrieval system in such a manner as to allow or deny access to a selected one or more of said play elements based on how many points or levels have been reached by a particular play participant and/or based on what objectives that participant as accomplished or helped accomplish so as to define a sequence or path [network] along which play participants must proceed to complete the desired quest or mission.

43. The interactive play system of Claim 42, wherein said play facility comprises one or more play modules sized and configured to receive or support said one or more play participants playing in, on or around each said play module.

44. The interactive play system of Claim 42, wherein said multiple play elements comprise one or more interactive games or challenges configured to be played or completed by said one or more play participants.

45. The interactive play system of Claim 42, wherein said portable read/write electronic information storage and retrieval system comprises at least one portable indicium associated with and uniquely identifying each play participant, configured to track which interactive games or challenges have been played or completed by each said play participant whereby the progress of each said play participant playing the interactive play system may be determined with or without a central network connecting said interactive games or challenges.

46. The interactive play system of Claim 45, wherein said portable indicium comprises an information storage device carried or worn by said one or more play participants and configured to communicate with one or more reader devices or read/write devices associated with each said interactive game or challenge.

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47. The interactive play system of Claim 46, wherein at least one reader devices or read/write devices are located at a remote location not on a common network.

48. (Amended) The interactive play system of Claim 45, wherein said portable indicium comprises ~~[an RFID card or tag]~~ a toy wand operable by play participants by waiving, shaking, stroking and/or tapping said wand in a predetermined manner.

49. The interactive play system of Claim 45, further comprising a score board configured and arranged to display the determined progress of said one or more play participants.

50. The interactive play system of Claim 42, comprising multiple play modules arranged or organized sequentially such that a first group of games or challenges associated with a first play module are necessary to be played or completed before a second group of games or challenges associated with a second play module can be played or completed.

51. The interactive play system of Claim 50, further comprising at least one challenge connections connecting two or more of said modules, comprising one or more of the following: a slide, rope bridge, trolley, swing, cargo net or ladder.

52. A method of electronic interactive game play, comprising the steps of:
allowing one or more play participants to play with a first group of play elements operatively associated with a first play environment, said first play activities resulting in the achievement of a first set of desired goals, points or game levels;

electronically collecting information representing said first set of goals, points or levels relative to each said play participant and wirelessly recording said information on a portable information storage device carried or worn by said one or more play participants in association with identifying information uniquely identifying each said play participant;

wirelessly reading said information stored on said portable information storage device to recognize said one or more play participants at a second play environment located remotely from said first play environment and to access said

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stored information representing said first set of goals, points or levels relative to each said recognized play participant;

allowing said one or more recognized play participants to play with a second group of play elements operatively associated with said second play environment, said second play activities resulting in the achievement of a second set of desired goals, points or game levels; and

wherein said second play activities or said second set of goals, points or game levels are at least in part dependent on said first set of goals, points or game levels achieved by each said play participant.

53. The method of Claim 52, wherein said first and second play environments comprise first and second play modules arranged within a play facility and organized sequentially such that a first group of games or challenges associated with said first play module are necessary to be played or completed before a second group of games or challenges associated with said second play module can be played or completed.

54. The method of Claim 52, wherein said first and second play environments are geographically separate and are not connected by a network.

55. The method of Claim 52, wherein said steps of electronically collecting, recording and accessing said information representing said first set of goals, points or levels comprises using a computer database and an operatively associated reader or read/write device, including at least one portable indicium associated with and uniquely identifying each play participant, to track said goals, points or levels for each said play participant.

56. The method of Claim 55, wherein said portable indicium comprises an information storage device embodied in the form of a toy carried or worn by said one or more play participants, said information storage device being configured for two-way communication with said reader or read/write device.

57. (Amended) The method of Claim 52, wherein said portable indicium comprises a hand-held toy including an RFID card or tag.

58. The method of Claim 52, further comprising the step of displaying said information representing said first set of goals, points or levels on a score board.

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59. (New) An interactive play system for entertaining one or more play participants, comprising:

one or more play elements arranged in a desired theme within a play facility, one or more of said play elements being wirelessly actuatable in response to a predetermined wireless actuation signal;

one or more toy wands operable by play participants by waiving, shaking, stroking and/or tapping said wand in a predetermined manner to wirelessly actuate said one or more play elements; and

at least one portable indicium associated with and uniquely identifying each play participant and/or each toy wand.

60. (New) The interactive play system of Claim 59, wherein said one or more play elements are arranged within an amusement facility or family entertainment center.

61. (New) The interactive play system of Claim 60, wherein said amusement facility or family entertainment center is themed in accordance with a magic or wizards theme.

62. (New) The interactive play system of Claim 59, wherein said one or more play elements are arranged on a play structure comprises a multi-level play structure having three or more levels or platform elevations.

63. (New) The interactive play system of Claim 59 further comprising a scoreboard configured and arranged to display the determined progress of said one or more play participants.

64. (New) The interactive play system of Claim 63, comprising multiple play modules arranged or organized sequentially and interconnected by one or more slides such that a first group of play elements associated with a first play module are necessary to be played or completed before a second group of play elements associated with a second play module can be played or completed.

65. (New) The interactive play system of Claim 59, wherein said toy wand is configured to communicate with one or more read/write devices associated with said play elements.

66. (New) The interactive play system of Claim 59, wherein said portable indicium comprises an RFID tag operatively associated with said wand.